

High Level Architecture and the Engineering Protofederation

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Global Objective



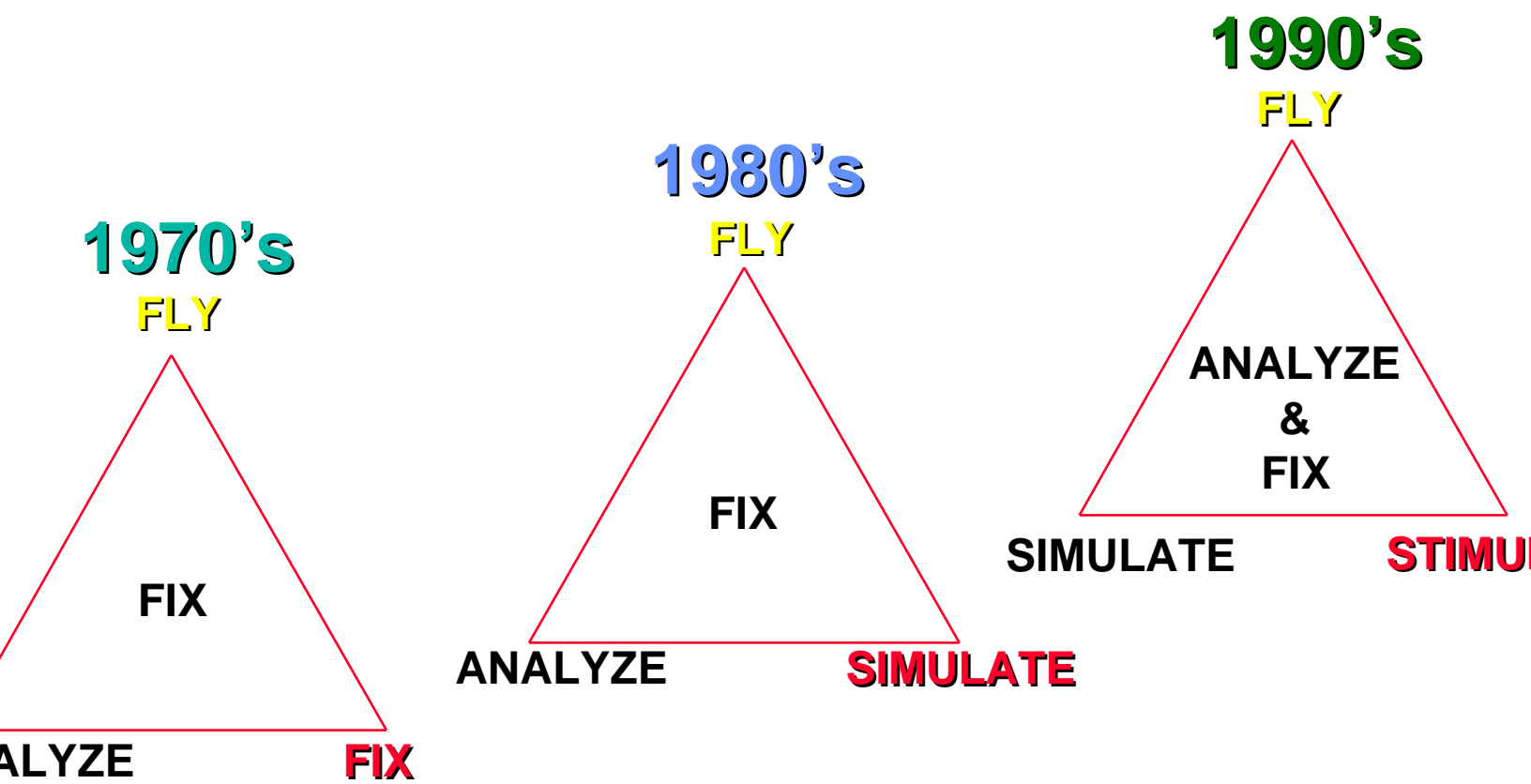
- Evaluate the High Level Architecture's suitability for support of detailed, high-fidelity models and distributed simulations in the context of a realistic engineering situation



T&E METHODOLOGY



THE EVOLUTION OF T&E METHODOLOGY





Testing Issues

- **Realistic system under test loading**
- **Realistic “test” C4I Architectures/ Loading**
- **Realistic/varied background**
- **“Coherent” Scenarios**
- **Integration of Missile Warning and Countermeasures**
- **IR and Semi-active Missile Seeker end game testing.**
- **Highly dynamic scenarios**
- **Numbers/types of targets**
- **Coordination of Surveillance Assets**
- **Training/Calibration of Knowledge Based Algorithms vs testing**



HLA Is...

Run Time Infrastructure (RTI) Interface Specification

- FEDERATION MANAGEMENT SERVICES
- DECLARATION MANAGEMENT SERVICES
- OBJECT MANAGEMENT SERVICES
- OWNERSHIP MANAGEMENT SERVICES
- TIME MANAGEMENT SERVICES

Object Model Template (OMT)

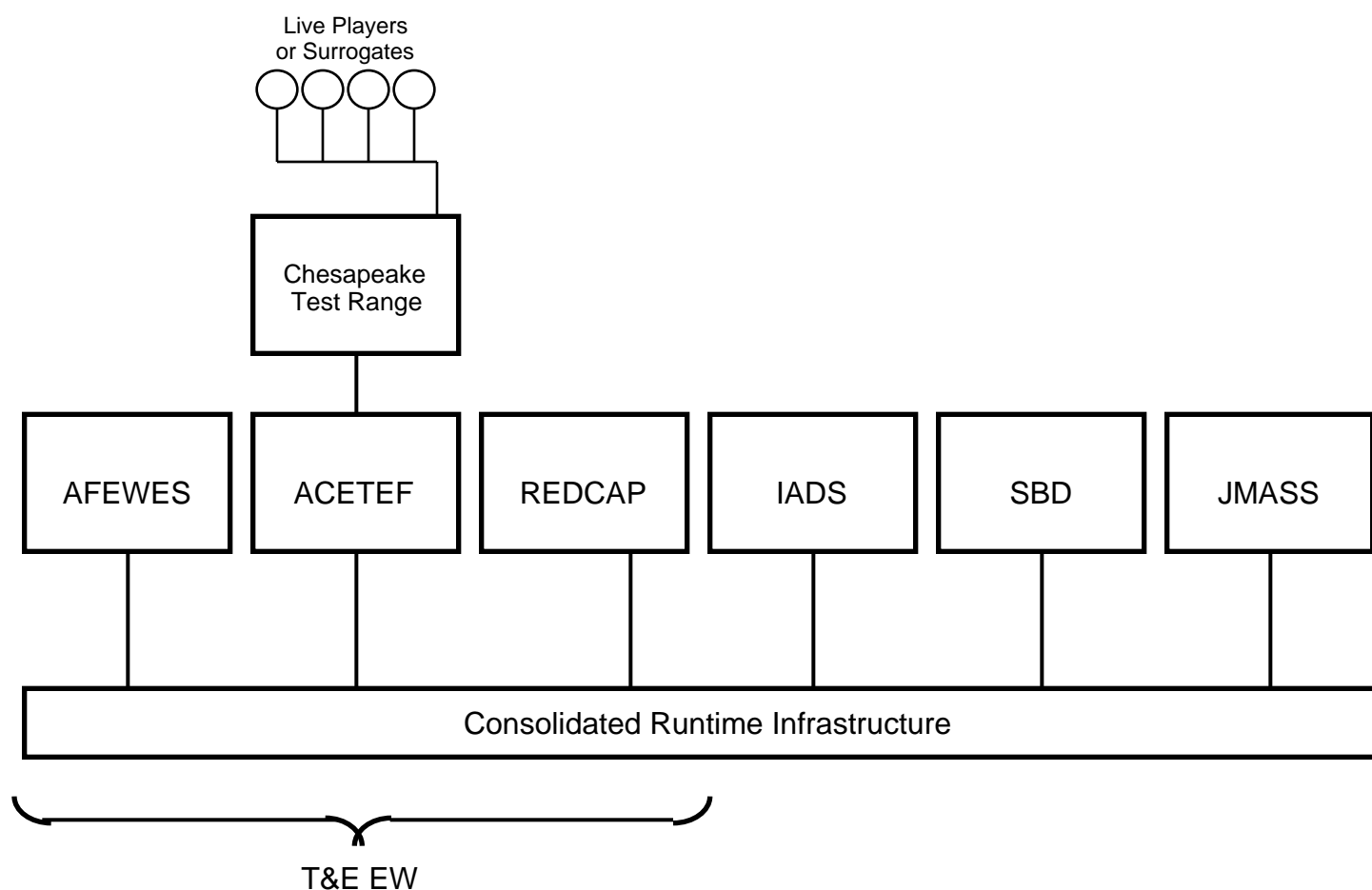
- A MANDATORY NOTATION FOR DESCRIBING THE “PUBLIC” ASPECTS OF A SIMULATION
- FACILITATES RAPID EVALUATION OF FEDERATION CANDIDATES
- FACILITATES THE FEDERATION OF SIMULATIONS
- IF OBJECT-BASED TECHNOLOGY IS USED, THE OMT FACILITATES THE STRUCTURING OF DATA TRANSFERS

Rules

- A SET OF RULES WHICH MUST BE FOLLOWED IN DEVELOPMENT PHASE TO ACHIEVE PROPER INTERACTION OF SIMULATIONS IN EXECUTION PHASE. THESE DESCRIBE THE RESPONSIBILITIES OF SIMULATIONS AND OF THE RUNTIME INFRASTRUCTURE IN HLA FEDERATIONS.
- EXAMPLE RULE: *DURING A FEDERATION EXECUTION, AN ATTRIBUTE OF AN INSTANCE OF AN OBJECT CAN BE OWNED BY ONLY ONE FEDERATE AT ANY GIVEN TIME.*

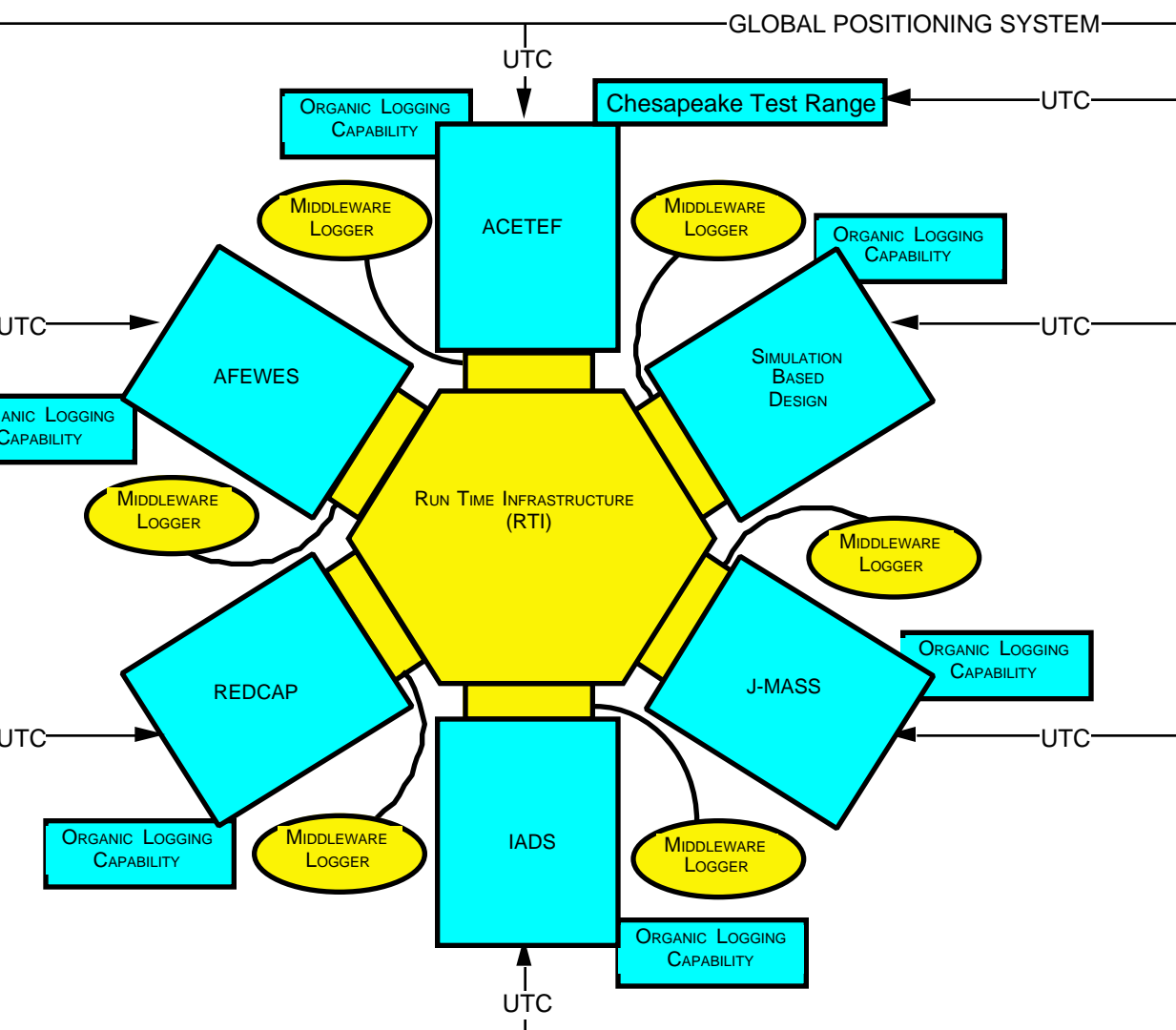


Engineering Protofederation





The Engineering Protofederation “T&E Suitability Facility” for Evaluation of HLA



- High-Impedance
Middleware
Service Call
Logger
- Time
Synchronized
- Manned by T&E
Engineers



RTI Services Used



CREATE FEDERATION EXECUTION.
DESTROY FEDERATION EXECUTION
JOIN FEDERATION EXECUTION
RESIGN FEDERATION EXECUTION
PUBLISH OBJECT CLASS
PUBLISH INTERACTION CLASS
SUBSCRIBE OBJECT CLASS ATTRIBUTE
SUBSCRIBE INTERACTION
CONTROL UPDATES
REQUEST ID
REGISTER OBJECT
UPDATE ATTRIBUTE VALUES
DISCOVER OBJECT
REFLECT ATTRIBUTE VALUES
SEND INTERACTION
RECEIVE INTERACTION
DELETE OBJECT
REMOVE OBJECT

REQUEST ATTRIBUTE OWNERSHIP DIVESTITURE.
REQUEST ATTRIBUTE OWNERSHIP ASSUMPTION
ATTRIBUTE OWNERSHIP DIVESTITURE NOTIFICATION
ATTRIBUTE OWNERSHIP ACQUISITION NOTIFICATION
REQUEST ATTRIBUTE OWNERSHIP ACQUISITION
REQUEST ATTRIBUTE OWNERSHIP RELEASE